Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including f ashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to f nd this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

1

SVC CHAOS MANUAL CONTENTS

Xbox *Live*™

Take SVC CHAOS Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play. For games with downloadable content, download <new levels, missions, weapons, vehicles, and more> to your Xbox console.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect.**

YOU THINK YOU'RE TOUGH?

Let's find out...Sign-in to your

Xbox *Live* account, see page 19 for complete

details. (If you don't have an Xbox *Live*

account, see above on how to create one)

and fight anyone in the world with

SNK VS CAPCOM SVC CHAOS.

THE FIGHTING EPIC "SVC CHAOS" IS HERE ON XBOX! SNK & Capcom's most popular characters put their lives on the line in this heart-pounding battlefest! The 2D fighting game that drove game arcades wild is now on Xbox. Use your battle instincts to take on the ultimate opponents and see who is truly the strongest!!!

WORDS OF THANKS... AND WISDOM

One big gouge of gratitude for your purchase of "SNK VS CAPCOM: SVC CHAOS."

Before beginning the game, be sure to read carefully through this user's manual. If you don't, you are in for sheer chaos.

*Please note that all game screen images shown herein were created during product development. Some changes in design and specifications may have been made for product improvement.

GAME CONTROLS

Xbox Controller S

Left trigger

Right trigger

Left thumbstick

Y Button
B Button
X Button
A Button
Black Button
White Button
Right thumbstick

BACK button

START button

Directional pad

Xbox Symbol Font - For Controller S

▶	**SELECT button** Special actions (During Practice Mode)	**L**	**Left Thumbstick** Character Movement
▶	**START button** Starts game, calls up Pause Menu, begins burst-in play	**R**	**Right Thumbstick** Not used
○	**White Button** For Forward Body Slams, Fallbreaker	**X**	**X Button** Light punch
●	**Black Button** For Backward Body Slams, Guard Cancel Attacks	**Y**	**Y Button** Strong punch
L	**Left Trigger** Provoke opponents	**A**	**A Button** Confirm selections, light kick
R	**Right Trigger** For Guard Cancel Front Step	**B**	**B Button** Cancel Selections, strong kick
✛	**Direction keys** Select menus and items, move characters (during matches)		

You can switch the vibration function on or off with the Option Menu (p.12).

*The commands listed above describe initial settings; command settings for each button can be changed with the Controller Settings Menu (p.13).

THE GAME SCREEN

①	**REMAINING TIME**	Displays the time limit for one round. When it reaches zero, matches are decided by remaining energy levels.
②	**ENERGY GAUGE**	Displays the character's energy level during matches; characters lose when it's depleted.
③	**CHARACTER NAME**	Displays the name of characters currently battling.
④	**GUARD CRUSH GAUGE**	Represents a character's guarding stamina. The gauge drops as characters guard against attacks, and the Guard Crush activates when it's empty-- rendering the character temporarily defenseless. This gauge increases gradually when characters are not guarding against an opponent's attacks.
⑤	**POWER GAUGE**	This increases as you land attacks on opponents and guard against attacks; when full (MAXIMUM), the MAX Activation occurs. During MAX Activation, the power gauge becomes a timer and when it ends the gauge returns to level 2. (See p. 10.)
⑥	**LEVEL DISPLAY**	Shows the current level of energy stored in the Power Gauge (LVL.). (See p. 10.)

BEGINNING GAME PLAY

① STARTING THE GAME

Push the START button when the title screen appears.

② MODE SELECT

Choose 1 of the 9 modes with the direction keys and push the Ⓐ button to confirm.

ARCADE
A mode against a computer opponent that is the same as the arcade version. (no limits to continuing game play, burst-in play is possible).

VERSUS
A mode exclusively for two-player matches. This cannot be selected when two controllers are not connected to the console.

PRACTICE
A mode for practicing character move commands. (See p. 11.)

OPTION
A mode that lets you change various game settings. (See p. 12.)

GALLERY
A mode that lets you look over character design artwork. (See p. 17.)

SURVIVAL
A mode against the computer wherein you take on opponents until your Energy Gauge is depleted. (See p. 16.)

COLOR EDIT
Allows you to select a character and edit their color scheme. (See p. 16.)

REPLAY
Watch fights you've saved while using Xbox *Live*. (See p. 16.)

XBOX *LIVE*
Connect to the Xbox *Live* (See p. 2.)

③ PLAYER SELECT

Select 1 character from a total of 34. First select a character using the direction keys from the 24 characters displayed, then push the Ⓧ button or the Ⓐ button to decide your character's color; Push the Ⓨ button or the Ⓑ button to select the player 2 character's color; push the Ⓒ button to select your original color. (See Color Edit page.) Additionally, when you match the cursor to certain characters while pulling the Ⓡ Trigger, they will change into different characters available for selection (push the Ⓐ button while pushing down on the Ⓡ Trigger).

BEGINNING THE GAME
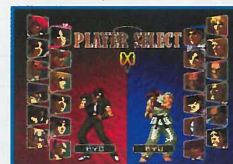
Normal Player Select Screen

EXAMPLE: Match the cursor to Kyo while pushing the Ⓡ Trigger, and you get Geese!

④ BEGIN THE BATTLE!

Once you decide on a character, the battle begins after a sequence that sets up the battle.

[BURST-IN PLAY]
Push the unused controller's START button during Arcade Mode play and the game switches to a two-player battle.

[THE PAUSE MENU]
When you push the START button during game play, the Pause Menu appears. Select an option with the direction keys and push the Ⓐ Button to confirm it. Push the START button again while the menu is displayed to resume play.

CONTINUE
Closes the Pause Menu and resumes game play.

SKILL LIST
Displays the character's command list for the player who paused game play. Use the left or right direction keys to flip pages and push the Ⓑ button to return to the Pause Menu.

KEY SETTINGS
Calls up the Key Settings Menu (see p.13), letting you change the command settings of the controller's buttons.

FRIENDS LIST
Allows you to see your list of friends online through Xbox *Live*.

GIVE UP
Ends the game and returns you to the Mode Select screen.

BEGINNING THE GAME

[CONTINUE SERVICE]

When you lose a match in Arcade Mode, the Continue Countdown appears. If you want a rematch, push the START button before the countdown ends. Push the button corresponding to the service you want on the Continue Service screen and resume play according to the selected condition. The continue service only applies during the single match directly after resuming game play.

X button: Decreased computer difficulty
Resumes play with the difficulty of the computer character decreased.

B button: Restores gauges
Resumes play with the Power Gauge temporarily at Level 2.

Y button: 1/3 opponent life
Resumes play with the computer character's energy level at 1/3 of normal.

A button: No service
Resumes play under normal conditions with no special service.

Mai Shiranui

Chun-Li
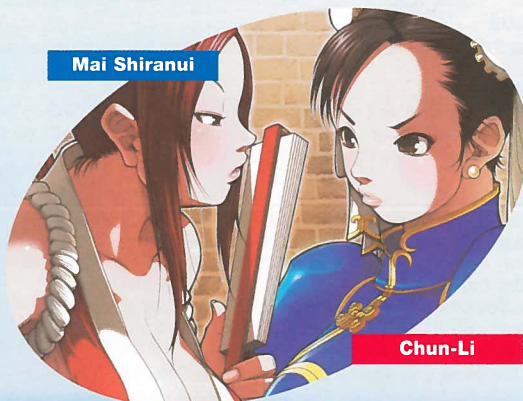
BATTLE COMMANDS

The commands listed below are the initial settings for the controller. The **X**, **Y**, **A**, **B**, **L**, **R**, symbols are abbreviations for buttons and the arrow symbols represent the following:

[→]: Push the right direction key;
[←]: Push the left direction key;
[↑]: Push the top direction key;
[↓]: Push the bottom direction key;
[↗]: Push the top and right direction keys simultaneously;
[↘]: Push the bottom and right direction keys simultaneously;
[↖]: Push the top and left direction keys simultaneously;
[↙]: Push the bottom and left direction keys simultaneously.

Arrows indicate commands for characters moving from the left to the right of the screen.

	COMMAND LIST
Move	→ (forward) OR ← (backward)
Jump	↖ OR ↑ OR ↗
Crouch	↙ OR ↓ OR ↘
Guard	Against an attack, ← (high guard) OR ↙ (low guard)
Punch	**X** (light) OR **Y** (strong)
Kick	**A** (light) OR **B** (strong)
Provocation	**L** Trigger (increases opponent's power gauge)
Front Grand Step	→ → quickly
Backstep	← ← quickly
Big jump Front Step	After tapping ↙ OR ↓ OR ↘ down briefly, ↖ OR ↑ OR ↗ During a Front Grand Step, ↖ OR ↑ OR ↗
Guard Cancel	→ → OR **R** Trigger (Depletes Power Gauge. Using **R** Trigger exhausts gauge the most.)
Guard Cancel Attack	During guard, push ● (Depletes Power Gauge.)
Normal Body Slam	Near opponent, push ○ (forward body slam) OR push ● (backward body slam)
Fallbreaker	Push ○ when player hits ground.
Super Special Move	Enter determined commands. (Depletes Power Gauge.)
Exceed	Enter determined command when the Power Gauge level is at half or less.

OPTION MODE

In this mode, you start with the Option Menu and can go on to use the Controller Setting, Battle Setting, Sound, Graphic, and Save & Load menus to change game settings.

OPTION MENU

Lets you set difficulty levels of computer opponents, the vibration function of the analog controller, etc. Select items using the top and bottom direction keys and change settings with the left and right direction keys and push the Ⓐ button to confirm.

DIFFICULTY
Sets the strength of the computer opponent at 1 of 8 levels. Strength increases successively from 1 to 8.

CONTROLLER SETTING
Select this and push the Ⓐ button to go to the Key Config. Menu. (See p.13)

BATTLE SETTING
Select this and push the Ⓐ button to go to the Battle Config. Menu. (See p.13)

FLASH
Determines whether the flash effects during game play are displayed on screen.

VIBRATION
Switches the analog controller's vibration function on or off.

LANGUAGE
Allows you to select either English or Japanese.

SOUND
Select this and push the Ⓐ button to go to the Sound Menu. (See p.14)

GRAPHIC
Select this and push the Ⓐ button to go to the Graphic Menu. (See p.14)

SAVE & LOAD
Select this and push the Ⓐ button to go to the Save & Load Menu. (See p.15)

EXIT
Select this and push the Ⓐ button to return to the Mode Select.

OPTION MODE

CONTROLLER SETTING

Lets you change the settings for the controller's buttons. Choose the command items you want to change with the top or bottom direction keys and push the button you want to use for that function (pushing the BACK button returns the button to its initial setting). "KEY INPUT" decides the criteria for accepting a Special Move input command; since the criteria are more lenient at "NORMAL," it's easier to use a command, and switching to "ARCADE" makes criteria tougher, so you need to enter commands exactly. Switch this item to "NORMAL" or "ARCADE" with the left and right direction keys. You can return to the Option Menu after making selections by selecting "EXIT" and pushing the Ⓐ button to confirm.

BATTLE SETTING

This lets you change settings for matches. Select items with the top and bottom direction keys and change settings with the left and right direction keys.

PLAY TIME
Lets you change the time limits of rounds.

POWER GAUGE
Lets you change the Power Gauge conditions for Player 1 and Player 2.

EXCEED
Lets you change the conditions for Exceed moves for Player 1 and Player 2.

GAME MODE
Lets you change the number of rounds for matches. The first player to win the number of rounds determined wins the match.

EXIT
Select this and push the Ⓐ button to return to the Option menu.

*NOTE: The settings listed above do not apply to Survival Mode (p. 16).

OPTION MODE

SOUND

Lets you adjust the audio output mode and background music's volume. Choose items with the top and bottom direction keys and change settings with the left and right direction keys.
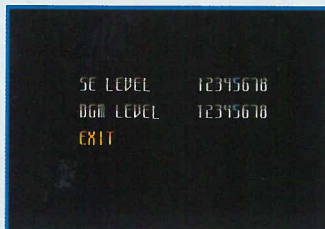
SE LEVEL

Lets you adjust the volume of the sound effects to 1 of 8 levels.

BGM LEVEL

Lets you adjust the volume of background music to 1 of 8 levels.

EXIT

Select this and push the Ⓐ button to return to the Option Menu.

```
SE LEVEL      12345678
BGM LEVEL     12345678
EXIT
```

GRAPHIC

Lets you change the resolution of the game images and the display area. Select items with the top and bottom direction keys and change settings with the left and right direction keys.

MODE

Change images to "NORMAL", displaying sequences and game images in a higher resolution, or to "ARCADE" wherein images are the same as the arcade version.

SCREEN

Sets the size of the image display area to either "TYPE A" or "TYPE B."

POSITION X

Moves the position of the image display area horizontally. Changing the value to positive numbers moves the image right, negative numbers moves it to the left.

POSITION Y

Moves the position of the image display area vertically. Changing the value to positive numbers moves the image down; negative numbers move it up.
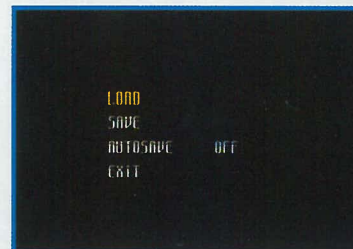
```
MODE          NORMAL
SCREEN        TYPE A
POSITION X    00
POSITION Y    00
EXIT
```

EXIT

Select this and push the Ⓐ button to return to the Option Mode.

OPTION MODE

SAVE & LOAD

```
LOAD
SAVE
AUTOSAVE      OFF
EXIT
```

LOAD

Lets you load saved game status data and settings altered in the Option Mode.

SAVE

Allows you to save game data and settings. Do not turn off your Xbox while saving the current game data or all information will be lost. You will need 5 blocks each to save your system data, color edit data and replay data per match respectively.

AUTO SAVE

Lets you turn the automatic save on or off. Switch this on or off with the left and right direction keys.

EXIT

Select this and push the Ⓐ button to return to the Option Mode.

"Please be advised that the above settings will not be reflected in Survival mode"

Shiki

Sagat

SURVIVAL MODE

In this mode you join a single-fall survival match, competing to see how many computer characters you can successively defeat with a single Energy Gauge.

*Setting changes made with the Battle Setting Menu (See p. 13) are not valid in Survival Mode.

[HOW TO BEGIN]
After beginning the Survival Mode, the single-fall survival match begins when you select a character on the Player Select screen and push the Ⓐ button.

[THINGS TO NOTE]
- In Survival Mode, all matches against computer characters are single-fall matches.
- Your character's energy recovers with each battle. The amount it recovers varies with how you win.
  - Winning with normal attack and Special Moves   1/8 restoration
  - Winning with normal Special Moves   1/4 restoration
  - Winning with Super Special Moves   1/2 restoration
  - Winning with Exceed Moves   Complete restoration
- Exceed Moves can only be used once per battle.
- In Survival Mode, the Power Gauge is fixed at the normal state.
- Computer character strength increases one level every 12 matches.
- When your character's energy is used up, the game ends.
- When you want to stop playing midway, push the START button to call up the Pause Menu, select "GIVE UP" and push the Ⓐ Button to confirm.

[BENEFITS OF SURVIVAL MODE]
Defeating opponents in Survival Mode lets you view their images in Gallery Mode.

GALLERY MODE

In this mode, you get to see the design images of computer characters you defeat in Survival Mode. So, if you don't win any matches, you won't see much here.

[ART SELECTION SCREEN COMMANDS]

DIRECTION KEY: Selects images.
Ⓐ BUTTON: Enlarges images.
Ⓑ BUTTON: Returns you to Mode Select
Ⓧ BUTTON: Calls up previous image.
Ⓨ BUTTON: Calls up next image.

[COMMANDS WHEN IMAGES ARE ENLARGED]

DIRECTION KEY: Moves the image.
Ⓐ BUTTON: Returns image to initial display size.
Ⓑ BUTTON: Returns you to Art Select screen
Ⓨ BUTTON: Reduces the image.
Ⓧ BUTTON: Enlarges the image.
START BUTTON: Displays menu.

COLOR EDIT MODE

Now you can have fun and edit the colors of your favorite character.
Select Color Edit Mode, Choose a character to alter and then you will be taken to the Color Edit screen.
Use the directional pad to select either Name, Change or Exit

NAME:

Change the name of the character which will be shown during gameplay. Use the directional pad to select letters and confirm your selection with the Ⓐ button.

CHANGE:

Select this to alter the colors of your favorite character.

Select the parts of the character you want to change with the directional pad and confirm with the Ⓐ button. Alter the colors by using the RGB bars on the screen. Change the bars by moving your directional pad vertically and change color levels by moving your directional pad horizontally. Press the Ⓐ button to confirm your selection. Press the Ⓑ button to go back.

EXIT:

Return to the Mode Select screen.

ALL DEFAULT:

Press the Ⓨ button to return all colors to their default settings.

DEFAULT:

Press the Ⓧ button to return your selected parts back to their default settings.

SAVE:

Press the Ⓒ button to save your new color scheme. The original color will be saved in your hard disc as color edit data.

You need 5 blocks to save your color edit data. Also, is Auto Save on Save & Load Menu screen is ON, your color edit data will be automatically saved when you exit from Color Edit Mode.
You can only save one color data for each character.

LOAD:

If you press ● button, it will load your created color.

USING YOUR NEW CHARACTER:

On the character select screen, using the directional pad, select the character you altered in the Color Edit Mode. Use the White button to confirm your selection and your edited character will appear in game.

REPLAY MODE

"Watch battles you've saved while on Xbox *Live*"
Also, please use the Ⓐ button graphic in the second line.

SAVING YOUR BATTLE

After your battle, you will be asked if you want to save your Reply data or not. Press the Ⓐ button to save your battle and you can watch it in Replay mode. *You will need 5 blocks of memory to save your Replay data for each battle.

On the Replay select screen use the directional pad to select replay data you have already saved. Use the Ⓐ button to play the data. Use the Ⓐ button to delete the data and use the Ⓑ button to return to the Mode Select screen

XBOX *LIVE*™ MODE

OK...so you've read page 2 of this manual...check!
You've got your Xbox *Live* account setup...check!
And now you're ready to take on the world...check!

Log in:
Select the user ID you will use in Xbox *Live* with your directional button and press the Ⓐ button to confirm.

Live menu:
Select a menu with your directional button and press the Ⓐ button to move to each menu. The Ⓑ button will return you to the Mode Select screen after signing out of Xbox *Live*.

QUICK MATCH:
Jump into a quick online match. Enter a room with an opponent and you're ready to fight. *All fights take place in a room. Only two players can enter one room. Voice chat will be available in the room.

OPTION MATCH:
Fight an online match with various rules such as the fighting time and victory points.

CREATE MATCH:
Select this when you want to create a new room for a QUICK MATCH. After you create a room, wait for an opponent to visit your room. When a prospective opponent visits your room and you both agree to the match, the online fighting begins.

LOBBY:
This is a place you create to issue challenges, talk trash to opponents or hang with your friends. You can also visit other fighters lobbies. Keep in mind that when you receive a message from someone, you can select if you want to fight with the person or not.

STATISTICS:
This shows your ranking on Xbox *Live*. Not only total ranking, but also monthly and weekly ranking are available. Also, you can see the ranking information of your friends.

LIVE OPTION:
You can view your friend list and player list. You can also change the settings related to online play.

ITEMS IN LIVE OPTION
FRIEND LIST: Check out the list of players you registered as friends. You can also delete ID's from the list.

PLAYER LIST: See the list of players you've fought in the past. Evaluation, Mute setting of Voice Chat and Friend registration are also available.

OPTION: This is where you can change your online information and Voice Chat settings.

CHARACTERS & THEIR MAIN MOVES

[READING COMMAND LIST SYMBOLS AND ABBREVIATIONS]

[➡]: Push the right direction key;
[⬅]: Push the left direction key;
[⬆]: Push the top direction key;
[⬇]: Push the bottom direction key;
[⬈]: Push the top and right direction keys simultaneously;
[⬊]: Push the bottom and right direction keys simultaneously;
[⬉]: Push the top and left direction keys simultaneously;
[⬋]: Push the bottom and left direction keys simultaneously.

[🅧, 🅨, 🅐, 🅑]: Button abbreviations

SNK SIDE **CAPCOM SIDE** : Super Special Moves (Usable when Power Gauge reaches Level 1 or greater.)

SNK SIDE **CAPCOM SIDE** : ∞ Exceed Moves (Usable when Life Gauge energy is half or less.)

* Exceed Moves can be used only once against a single opponent character.
* Arrows indicate commands for characters moving from the left to the right of the screen, and button symbols represent the initial controller settings.
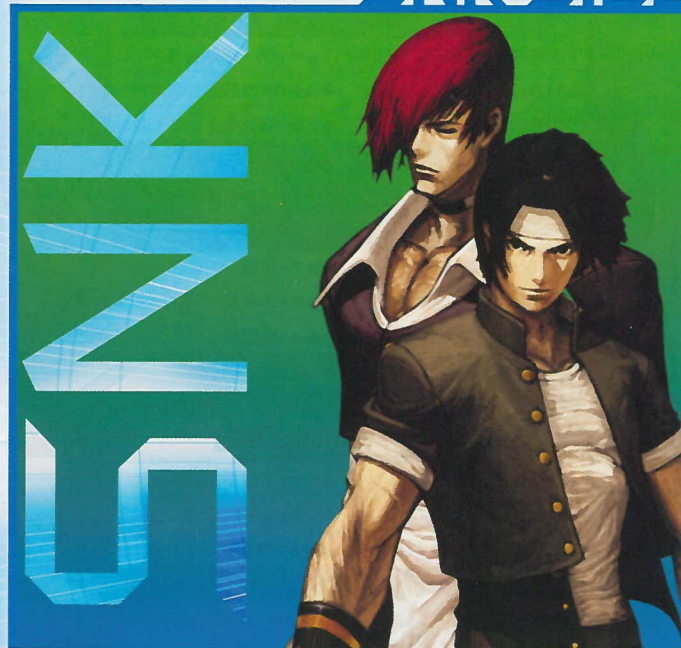
In the command list, when two or more buttons are pressed simultaneously, the following abbreviations are used: "🅧+🅨 simultaneously"; "🅐+🅑 simultaneously."

There are a variety of Special Moves and Super Special Moves other than those introduced here. Try and find them!

Goenitz

Guile

CHARACTER COMMANDS

SNK SIDE

Kyo Kusanagi

Move	Command
DEMON SCORCHER	➡⬇⬊+🅧 OR 🅨
211 CRESCENT MOON FLASH	➡⬊⬇⬋⬅+🅐 OR 🅑
114 MANIC MASTICATOR	⬇⬊➡+🅧
REPRESSED SERPENT OF THE KUSANAGI 108	⬇⬋⬅⬊⬇⬊➡+🅧 OR 🅨
ENIGMATIC ENDGAME: NO STYLE	⬇⬊➡⬇⬊➡+🅧+🅨 simultaneously

Iori Yagami

Move	Command
DEMON SCORCHER 100	➡⬇⬊+🅧 OR 🅨
EXORCISM	⬇⬊➡+🅧 OR 🅨
KILLER COMB	➡⬇⬊+🅐 OR 🅑
RAGE OF THE 8 MAIDENS	⬇⬊➡⬊⬇⬋⬅+🅧 OR 🅨
BLOOD RAGE	(➡⬊⬇⬋⬅)x2+🅧+🅨 simultaneously

SNK SIDE

Terry Bogard

Move	Command
POWER WAVE	↓ ↘ → + ⊗
BURNING KNUCKLE	↓ ↙ ← + ⊗ OR ⓨ
POWER DUNK	→ ↓ ↘ + Ⓐ OR Ⓑ
POWER GEYSER	↓ ↙ ← ↙ → + ⊗ OR ⓨ
RISING BEAT	↓ ↙ ← → + Ⓐ + Ⓑ simultaneously

Mai Shiranui

Move	Command
DRAGON FLAME ROMP	↓ ↙ ← + ⊗ OR ⓨ
FOLDING FAN FANDANGO	↓ ↘ → + ⊗ OR ⓨ
LONE EAGLE LAMBADA	→ ↓ ↘ + Ⓐ OR Ⓑ
WATER FOWL WALTZ	↓ ↘ → ↓ ↘ → + ⊗ OR ⓨ
SUPER DEADLY NINJA BEES	↓ ↙ ← ↙ ↓ ↘ → + Ⓐ + Ⓑ simultaneously

Kim

Move	Command
CRESCENT MOON SLICER	↓ ↙ ← + Ⓐ OR Ⓑ
FLYING SWALLOW SLICER	↓ briefly, then ↑ + Ⓐ OR Ⓑ
TRIO CHOP	(↓ ↙ ← + ⊗ OR ⓨ)x3
PHOENIX KICK	↓ ↙ ← ↙ → + Ⓐ OR Ⓑ
PHOENIX KICK	↓ ↙ ← ↙ → + Ⓐ + Ⓑ simultaneously

Choi Bounge

Move	Command
TORNADO SLICER	↓ briefly, then ↑ + ⊗ OR ⓨ
WHIRLWIND MONKEY SLASH	← briefly, then → + ⊗ OR ⓨ
SWOOPER KICK	During jump, ↓ ↘ → + Ⓐ OR Ⓑ
TRUE! SLICING CYCLONE SLASH	(→ ↓ ↙ ←)x2 + ⊗ OR ⓨ
FATAL EVISCERATION	During jump, (← ↙ ↓ ↘ →)x2 + ⊗ + ⓨ simultaneously

Ryo Sakazaki

Move	Command
TIGER FLASH BASH	↓ ↘ → + ⊗ OR ⓨ
TIGER BLAST	→ ↓ ↘ + ⊗ OR ⓨ
SHRIKE GALE	→ ↘ ↓ ↙ ← + Ⓐ OR Ⓑ
FURIOUS FANDANGO	↓ ↘ → ↓ ↘ → + ⊗ OR ⓨ
CONQUEROR'S BLAST	↓ ↘ → ↓ ↘ → + ⊗ + ⓨ simultaneously

Kasumi Todoh

Move	Command
ECSTASY CRUNCH	↓ ↘ → + ⊗ OR ⓨ
HURRICANE HALBERD PRESS	Near opponent, → ↘ ↓ ↙ ← → + ⊗ OR ⓨ
SUCCESSIVE SLAMMER	(↓ ↙ ← + ⊗ OR ⓨ)x3
ULTIMATE ECSTASY CRUNCH	↓ ↘ → ↓ ↘ v⊗ OR ⓨ
MIND'S EYE VINE SLING	↓ ↘ → ↓ ↙ ← + ⊗ + ⓨ simultaneously

Mr. Karate

Move	Command
TIGER FLASH BLAST	↓ ↘ → + ⊗ OR ⓨ
TIGER BLAST	→ ↓ ↘ + ⊗ OR ⓨ
SHRIKE GALE	↘ briefly, then → + Ⓐ OR Ⓑ
ULTIMATE CONQUERING CRUNCH	→ ← ↙ ↓ ↘ → + ⊗ OR ⓨ
SUPER-ULTIMATE CONQUERING CRUNCH	→ ← ↙ ↓ ↘ → + ⊗ + ⓨ simultaneously

Earthquake

Move	Command
FAT CHAINSAW	→ ↓ ↘ + ⊗ OR ⓨ
FAT BOUND	During jump, ↓ + Ⓐ OR Ⓑ
FAT BREATH	→ ↘ ↓ ↙ ← + ⊗ OR ⓨ
GUILTY FAT	↓ ↘ → ↓ ↘ → + Ⓐ OR Ⓑ
FAT CARNIVAL	↓ ↘ → ↓ ↙ ← + ⊗ + ⓨ simultaneously

Genjyuro Kibagami

Move	Command
CHERRY BLOSSOM SLICE	↓ ↙ ← + ⊗ OR ⓨ
TRIPLE DEMISE	(↓ ↘ → + ⊗ OR ⓨ)x3
REVERSE 5 FLASHES	↓ ↘ → ↓ ↘ → + ⊗ OR ⓨ
FRENZY OF RAGE	⊗ + Ⓐ + ⓨ simultaneously
FLASH FINALE	During Rage Explosion, ⓨ + Ⓐ + Ⓑ simultaneously

Shiki

Move	Command
HEAVEN'S BLAST	→ ↓ ↘ + ⊗ OR ⓨ
HARBINGER OF MORTALITY	↓ ↘ → + ⊗ OR ⓨ
ETHEREAL ASSASSIN	↓ ↓ + ⊗ OR ⓨ OR Ⓐ OR Ⓑ
FLIGHT OF LUCIFER	↓ ↙ ← ↓ ↙ → + ⊗ OR ⓨ
SHIKI'S CURSE	↓ ↙ ← ↓ ↙ → + Ⓐ + Ⓑ simultaneously

SNK SIDE

Geese Howard

SELECTION METHOD: Match the cursor to Kyo Kusanagi while pushing the R trigger.

REPPU KEN [SIROCCO SLAM]	↓ ↘ → + Ⓧ
WHIRLWIND WALLOP	During jump, ↓ ↘ ← + Ⓧ OR Ⓨ
FLYING SOLAR SLICE	→ ↘ ↓ + Ⓧ OR Ⓨ
RAGING STORM	↙ → ↘ ↓ ↙ → ← ↘ + Ⓧ OR Ⓨ
DEADLY RAVE	→ ↘ ↓ ↙ ← ↔ → + Ⓨ + Ⓐ + Ⓑ simultaneously

Goenitz

SELECTION METHOD: Match the cursor to Ryo Sakazaki while pushing the R trigger.

СИНАОИХАНА СЭИРАН	(↓ ↙ ← + Ⓧ OR Ⓨ)x3
ВАНГЁ ТОКОБТУСЭ	→ ↓ ↘ + Ⓧ
ГЁГА	↓ ↙ ← + Ⓐ OR Ⓑ
ФУУДЗИН ИБУКИ	↓ ↘ → ↓ ↘ → + Ⓧ + Ⓨ simultaneously
TRUE 8 MAIDEN ЖИССКОКУ	↓ ↙ ← ↙ ↓ ↘ → + Ⓧ OR Ⓨ

Mars People

SELECTION METHOD: Match the cursor to Terry Bogard while pushing the R trigger.

MARS SHOT	↓ ↘ → + Ⓧ OR Ⓨ
PLASMA SPIN	→ ↓ ↘ + Ⓐ OR Ⓑ
ROSWELL DISAPPEARANCE	→ ↘ ↓ ↙ ← + Ⓐ OR Ⓑ
INDEPENDENCE DAY MY BLEEM!	(← ↙ ↓ ↘ →)x2 + Ⓧ OR Ⓨ
TUNGUS INCIDENT	↓ ↓ ↓ + Ⓧ OR Ⓨ

Iori (The possessed-by-the-Orochi Iori)

SELECTION METHOD: Match the cursor to Kim while pushing the R trigger.

DEMON SCORCHER 100	→ ↓ ↘ + Ⓧ OR Ⓨ
EXORCISM	↓ ↘ → + Ⓧ OR Ⓨ
WINDS OF WASTE	Near opponent, → ↘ ↓ ↙ ← → + Ⓧ OR Ⓨ
TOAST TO THE EIGHT	↓ ↙ ← ↓ ↘ → + Ⓧ OR Ⓨ
???!	Near opponent, → ↘ ↓ ↙ ↓ ↘ → ↙ ← + Ⓐ + Ⓑ simultaneously

Mr. Karate (The Out-to-Kick-Butt-and-Take-Names Mr. Karate)

SELECTION METHOD: Match the cursor to Kazumi Todoh while pushing the R trigger

TIGER FLASH BASH	↓ ↘ → + Ⓧ OR Ⓨ
SPIRITBUILDER	Ⓧ + Ⓨ + Ⓐ simultaneously
KYOKUGEN TIGER BLAST	↓ ↙ → ↓ ↘ → + Ⓐ OR Ⓑ
SUPER ULTIMATE CONQUERING CRUNCH	→ ← ↙ ↓ ↘ → + Ⓧ + Ⓨ simultaneously
DEADLY RAVE	↓ ↘ → ↓ ↙ ↓ ↘ ← + Ⓧ + Ⓨ simultaneously

CAPCOM SIDE

Ryu

HADOKEN	↓ ↘ → + Ⓧ OR Ⓨ
SHORYUKEN	→ ↓ ↘ + Ⓧ OR Ⓨ
TATSUMAKI SENPU KYAKU	↓ ↙ ← + Ⓐ OR Ⓑ
SHINKU HADOKEN	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
SHIN SHORYUKEN	↓ ↘ → ↓ ↘ → + Ⓐ + Ⓑ simultaneously

Ken

HADO KEN	↓ ↘ → + Ⓧ OR Ⓨ
SHORYU KEN	→ ↓ ↘ + Ⓧ OR Ⓨ
TATSUMAKI SENPU KYAKU	↓ ↙ ← + Ⓐ OR Ⓑ
SHORYU REPPA	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
SHINRYU KEN	↓ ↘ → ↓ ↘ → + Ⓐ + Ⓑ simultaneously

CAPCOM SIDE

CAPCOM SIDE

Chun-Li

KIKOU KEN	← ↙ ↓ ↘ → + Ⓧ OR Ⓨ
HYAKURETSU KYAKU	Ⓐ OR Ⓑ tapped repeatedly
SPINNING BIRD KICK	↓ briefly, then ↑ + Ⓐ OR Ⓑ
HOYOKU SEN	↓ ↘ → ↓ ↘ → + Ⓐ OR Ⓑ
HASAN TENSHO KYAKU	↙ briefly, then ↓ ↘ ↗ + Ⓐ + Ⓑ simultaneously

Guile

SONIC BOOM	← briefly, then → + Ⓧ OR Ⓨ
SOMERSAULT KICK	↓ briefly, then ↑ + Ⓐ OR Ⓑ
SOMERSAULT STRIKE	↙ briefly, then ↓ ↘ ↗ + Ⓐ OR Ⓑ
TOTAL WIPEOUT	← briefly, then → ← → + Ⓐ OR Ⓑ
SONIC HURRICANE	← briefly, then → ← → + Ⓧ + Ⓨ simultaneously

Dhalsim

YOGA FIRE	↓ ↘ → + Ⓧ OR Ⓨ
YOGA FLAME	→ ↘ ↓ ↙ ← + Ⓧ OR Ⓨ
YOGA TELEPORT	→ ↓ → OR ← ↓ ↙ + Ⓧ + Ⓨ simultaneously OR Ⓐ + Ⓑ simultaneously
YOGA INFERNO	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
YOGA LEGEND	↓ ↘ → ↓ ↘ → + Ⓐ OR Ⓑ

Balrog

TURN PUNCH	Press down Ⓧ + Ⓨ simultaneously OR Ⓐ + Ⓑ simultaneously then release
DASH STRAIGHT	← briefly, then → + Ⓧ OR Ⓨ
WILD SMASH	↓ briefly, then ↑ + Ⓐ OR Ⓑ
CRAZY BUFFALO	← briefly, then → ← → + Ⓧ OR Ⓨ
ULTIMATE SMASH	↙ briefly, then ↓ ↘ ↗ + Ⓐ + Ⓑ simultaneously

Vega

FLYING BARCELONA ATTACK	↓ briefly, then ↑ + Ⓐ OR Ⓑ (push Ⓧ OR Ⓨ after a Wall Kick)
ROLLING CRYSTAL FLASH	← briefly, then → + Ⓧ OR Ⓨ
SKY HIGH CLAW	↓ briefly, then ↑ + Ⓧ OR Ⓨ
FLYING BARCELONA SPECIAL	↙ briefly, then ↓ ↘ ↗ + Ⓐ OR Ⓑ (push Ⓧ OR Ⓨ after a Wall Kick)
RED IMPACT	← briefly, then → ← → + Ⓨ

Sagat

TIGER SHOT	↓ ↘ → + Ⓧ OR Ⓨ
TIGER UPPERCUT	→ ↓ ↘ + Ⓧ OR Ⓨ
TIGER CRASH	→ ↓ ↘ + Ⓐ OR Ⓑ
TIGER CANNON	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
TIGER GENOCIDE	↓ ↘ → ↓ ↘ → + Ⓐ + Ⓑ simultaneously

M. Bison

PSYCHO CRUSHER	← briefly, then → + Ⓧ OR Ⓨ
DOUBLE KNEE PRESS	← briefly, then → + Ⓐ OR Ⓑ
HEAD PRESS	↓ briefly, then ↑ + Ⓐ OR Ⓑ
MEGA PSYCHO CRUSHER	← briefly, then → ← → + Ⓧ OR Ⓨ
FINAL PSYCHO CRUSHER	← briefly, then ↓ → ← → + Ⓧ + Ⓨ simultaneously

Akuma

GO HADO KEN	↓ ↘ → + Ⓧ OR Ⓨ
GO SHORYU KEN	→ ↓ ↘ + Ⓧ OR Ⓨ
TATSUMAKI ZANKU KYAKU	↓ ↙ ← + Ⓐ OR Ⓑ
MESSATSU GO HADO	(→ ↓ ↘ ←)x2 + Ⓧ OR Ⓨ
SHUNGOKU SATSU	Ⓧ + Ⓧ + → + Ⓐ + Ⓨ

Hugo

GIANT PALM BOMBER	↓ ↙ ← + Ⓧ OR Ⓨ
MOONSAULT PRESS	Near opponent, → ↓ ↙ ← ↖ ↑ ↗ → + Ⓧ OR Ⓨ
MONSTER LARIAT	↓ ↘ → + Ⓐ OR Ⓑ
HAMMER MOUNTAIN	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
GIGAS BREAKER	Near opponent, → ↓ ↙ ← ↖ ↑ ↗ → + Ⓧ + Ⓨ simultaneously

Tessa

CHAKURA WAVE	↓ ↘ → + Ⓧ OR Ⓨ
REVEILLE SWORD	→ ↓ ↘ + Ⓧ OR Ⓨ
ASCENDING PROOF	Near opponent, → ↓ ↙ ← + Ⓧ OR Ⓨ
TRICYCLE EDGE	↓ ↘ → ↓ ↘ → + Ⓧ OR Ⓨ
METEO FALL	Near opponent, (→ ↓ ↙ ←)x2 + Ⓧ + Ⓨ simultaneously

CAPCOM SIDE

Dan Hibiki

SELECTION METHOD: Match the cursor to Dhalsim while pushing the **R** trigger.

GADOU KEN	↓↘→+🅧 OR 🅨
KORYU KEN	→↓↘+🅧 OR 🅨
KYUKYOKU TENCHI GADOUZUKI	↓↙←↙↓↘→+🅧+🅨 simultaneously
CHOHATSU DENSETSU	↓↘→↓↘→+🅧+🅨 simultaneously
OTOKOMICHI	🅨+🅐+←+🅧+🅧

Demetri Maximoff

SELECTION METHOD: Match the cursor to Chun-Li while pushing the **R** trigger.

CHAOS FLARE	↓↘→+🅧 OR 🅨
DEMON CRADLE	→↓↘+🅧 OR 🅨
BAT SPIN	↓↙←+🅐 OR 🅑 OR 🅐+🅑 simultaneously
MIDNIGHT BLISS	↓→↘+🅧& 🅨 simultaneously
DEMON FLARE	↓↙←↓↙→+🅧+🅨+🅐+🅑 simultaneously

Violent Ken

SELECTION METHOD: Match the cursor to M. Bison while pushing the **R** trigger

HADO KEN	↓↘→+🅧 OR 🅨
SHORYU KEN	→↓↘+🅧 OR 🅨
RASATSU KYAKU	→↓↘+🅐 OR 🅑
KUZURYU REPPA	↓↙←↓↙←+🅐 OR 🅑
SHINBU MESSATSU	↓↙→↓↙↘←+🅧+🅨 simultaneously

Zero

SELECTION METHOD: Match the cursor to Ryu while pushing the **R** trigger.

BUSTER SHOT	↓↙→+🅧
TRI-LEVEL SLASH	(↓↙←+🅧 OR 🅨)x3
IRREGULAR HUNT	→←↙↓↘→ 🅧 OR 🅨
ULTIMATE SAVER	↓↙←↓↙↓↘→+🅐 OR 🅑
CYBER ELF FORCE	🅧+🅧+↓↓+🅐+🅑

Shin-Akuma

SELECTION METHOD: Match the cursor to Vega while pushing the **R** trigger.

SHAKUNETSU HADO KEN	→↙↓↙←+🅧 OR 🅨
MESSATSU GO HADO	(→↓↙←)x2 +🅧 OR 🅨
MESSATSU GO SHORYU	↓↙↓↙↓↘→+🅧 OR 🅨
SHUNGOKU SATSU	🅧+🅧+→+🅐+🅨
MISOGI	(→↙↓↙←)x2 +🅐+🅑 simultaneously

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NOTES

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